The Shaman Expanded

HOMEBREW

A Multitude of Additional Options for the Shaman Class
in the World's Greatest Roleplaying Game!

The Shaman Expanded

The Shaman is a Wisdom-based spellcaster that channels the power of mystical Spirits to devastating effect. Provided here are a multitude of additional options for Shamans:

Shamanistic Feats. The Feats included here allow you to further customize your Shaman and allow other characters to wield a smal portion of a Shaman's spiritual power.

Additional Spiritualities. Included below are six more Spiritualities for Shamans to choose from: Astrologer, Blood Priest, Elementalist, Idolater, Spirit Guide, and Wyrmbound.

Additional Totem Spirits. Bind a multitude of additional Totem Spirits and channel their wondrous powers.

Additional Elder Spirits. Finally, included here are five additional Elder Spirit options for Shamans to choose from: Elder Spirits of Fissure, Inferno, Mystic, Sea, and Storm.

Shamanistic Feats

The Feats here allow all characters to share in the abilities of the Shaman. If your game uses the optional rule for Feats, they can be taken in place of an Ability Score Improvement:

Spiritual Awakening

You have spent many quiet hours learning to commune with the invisible world of Spirits. You gain the following benefits:

- Increase either your Wisdom or Charisma score by 1, up to a maximum of 20.
- You learn the *mage hand* and *seance* [LL] Cantrips, but they do not count against your number of Cantrips Known.
- You learn the *unseen servant* spell, and you can cast it at-will without expending a spell slot. When you do so, Wisdom is your spellcasting modifier, and the *servant* takes the shape of a local Spirit. you can only have one *unseen servant* conjured at a time. Should you conjure another, the first *servant* is instantly dispelled.

Totemic Spirit

You have formed a connection with one of the minor Spirits bound to the material world. You gain the following benefits:

- Increase your Wisdom, Charisma, or Constitution score by 1, up to a maximum of 20.
- You gain the benefits of one Totem Spirit of your choice from those available to the Shaman class. You must meet all prerequisites in order to learn that Totem Spirit.
- Whenever you gain a level, you can replace your Totem Spirit with another Totem Spirit of your choice that you also meet all the prerequisites for.

Wise One

You find ways to learn from every experience in life, always growing in wisdom. You gain the benefits on the table below that correspond to your current Wisdom modifier and lower.

Should your Wisdom modifier increase, the benefits that you gain from this Feat also increase with your modifier:

Modifier	Benefit
+1	You gain proficiency with one set of artisan's tools of your choice.
+2	You can make Wisdom (Persuasion) checks in place of Charisma (Persuasion) checks.
+3	You gain proficiency in either Insight, Medicine, or Perception.
+4	When you make a Wisdom (Insight) check, you treat a d20 roll of 7 or lower as an 8.
+5	You have advantage on saving throws to resist enchantment and illusion spells.

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Additional Spiritualities

The following additional Spiritualities can be made available to the Shaman along with those included in the base class:

Astrologer	Idolater
Blood Priest	Spirit Guide
Elementalist	Wyrmbound

Astrologer

Since the earliest days of civilization, mortals have looked to stars for guidance. Drawing upon the Spirits that move these celestial bodies, Astrologer Shamans can channel the radiant power of the great Constellations that guide the mortal world.

Astrologer Spells

2nd-level Astrologer Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*ceremony, guiding bolt*
3rd	*augury, moonbeam*
5th	*daylight, hypnotic pattern* [LL]
7th	*divination, guardian of faith*
9th	*commune, wall of light* [XGE]

Celestial Guidance

2nd-level Astrologer Spirituality feature

The great Constellations of the night sky guide you and reveal the past. You gain proficiency in History. Whenever you make a History check related to legend or myth, you use Wisdom in place of Intelligence and add double your proficiency bonus.

Finally, you cannot become lost, even by magical means, so long as you can see the stars of the night sky.

Totemic Radiance

2nd-level Astrologer Spirituality feature

You bind the radiant Spirits of the Heavens to your Totems. Your Totemic Assault now deals radiant damage, and when a creature fails its saving throw, you apply the effects of one of the Constellations below until the start of your next turn:

Champion. The creature has disadvantage on all attacks it makes against one creature of your choice within 30 feet of it.

Leviathan. Totemic Assault uses d12s for its damage dice.

Maiden. The creature emits bright light in a 5-foot radius, and has disadvantage on any ability check it makes to Hide.

Sage. The creature must subtract 1d4 from the next ability check or saving throw that it is forced to make.

Lure of the Heavens

6th-level Astrologer Spirituality feature

Your connection to Celestial Spirits draws you upward from the ground. You walk 1-inch off the ground and therefore do not leave tracks. You can use this ability to walk over liquids and dangerous surfaces without touching the ground.

Celestial Jaunt

10th-level Astrologer Spirituality feature

You call on celestial Spirits to twist space. When a Large or smaller creature fails its save against Totemic Assault, you can forgo its normal damage and effects to instead teleport it to an unoccupied, flat space you can see within 30 feet.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all of your expended uses when you finish a long rest.

Radiant Burst

14th-level Astrologer Spirituality feature

You can channel the full radiant might of the stars above. You learn the *crown of stars* [XGE] spell and it counts as a Shaman spell for you. You can cast it once between each long rest, at 7th-level without expending a spell slot.

You can also apply two Constellation effects to a creature when it fails its saving throw against Totemic Assault.

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Blood Priest

In ancient days, elder Shamans communed with Spirits that desired mortal blood above all. Over time, the Spirits taught the first Blood Priests the dark secrets of blood magic, and in return, they offered these elder Spirits the blood of their foes.

Blood Priest Spells

2nd-level Blood Priest Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*false life, ray of sickness*
3rd	*hold person, ray of enfeeblement*
5th	*bestow curse, slow*
7th	*death ward, dominate beast*
9th	*contagion, hold monster*

Blood Totems

2nd-level Blood Priest Spirituality feature

Ancient Spirits have taught you to siphon life-blood and bind its spiritual power to Blood Totems using the rules below:

Bound Totems. You start with a single Blood Totem that does not count against your total number of Bound Totems. However, at the end of a long rest, you can forgo any number of Bound Totems to instead create that many Blood Totems.

Harvesting. When you deal necrotic, piercing, or slashing damage to a creature within 10 feet of you, you can choose to harvest its blood, causing one Blood Totem you are holding to gain hit points equal to half the damage dealt. This ability has no effect on Constructs, Undead, or creatures without blood.

Hit Points. Blood Totems can store up to 25 hit points at one time. If a Blood Totem is at its maximum hit points, you can expend all its hit points to cast one of your Blood Priest spells at your Slot Level, without expending a slot or the spell's normal material components.

When you finish a long rest, unused hit points stored within Blood Totems lose their magic and are dispelled.

Cruel Implements

2nd-level Blood Priest Spirituality feature

You have learned to use particular weapons to better harvest the life-blood of your foes. You gain proficiency with all melee weapons that deal piercing or slashing damage.

Sanguine Shield

2nd-level Blood Priest Spirituality feature

Whenever you take damage while you are holding a Blood Totem, you can use a reaction to cause it to take the damage in your place. Should this reduce a Blood Totem to zero hit points, you take any remaining damage.

Extra Attack

6th-level Blood Priest Spirituality feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, if you use your action to cast a Shaman spell or use Totemic Assault, you can make a single melee weapon attack as a bonus action.

Attacks with your Cruel Implements also count as magical for overcoming resistances and immunities.

Sanguine Curse

10th-level Blood Priest Spirituality feature

Spirits that hunger for mortal vitality empower your magick. When you expend a Blood Totem to cast a Blood Priest spell, you can force the target to make a Constitution saving throw in place of the normal saving throw for that spell. If you have hit points harvested from the target of the spell in that Blood Totem, it makes this saving throw with disadvantage.

Also, when a creature takes damage from Totemic Assault, you can harvest hit points regardless of its distance from you.

Crimson Ascendant

14th-level Blood Priest Spirituality feature

You have stained your soul with the blood of mortals in order to satisfy the hunger of dark Spirits. Whenever you damage a creature with a Cruel Implement, hit points you harvest for your Blood Totems are no longer halved.

You also start with three Blood Totems before you must forgo Bound Totems to create Blood Totems.

Elementalist

Some Shamans gain their abilities while living near places of raw elemental power: active volcanoes, amongst the sands of blazing deserts, atop frigid mountain peaks, or on the stormy coasts of the ocean. Known as Elementalists, these Shamans learn to draw out the most destructive Elemental Spirits and channel them to devastating effect against their enemies.

Elemental Sage

2nd-level Elementalist Spirituality feature

The primordial Spirits of nature have taught you the secrets of elemental mastery. During a long rest, you can perform a 1-hour ritual to attune to an Elemental Spirit until the end of your next long rest, choosing Air, Earth, Fire, or Water.

This Elemental Spirit grants you resistance to, and affinity with the type of damage associated with it, as shown below:

Element	Air	Earth	Fire	Water
Damage	thunder	bludgeoning	fire	cold

Elementalist Spells

2nd-level Elementalist Spirituality feature

You always have spells associated with the Elemental Spirit that you are attuned to prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Air Spells	Earth Spells	Fire Spells	Water Spells
2nd	*thunderwave*	*earth tremor* XGE	*burning hands*	*torrent* LL
3rd	*shatter*	*earthen grasp* XGE	*flaming sphere*	*snowball swarm* XGE
5th	*lightning bolt*	*erupting earth* XGE	*fireball*	*tidal wave* XGE
7th	*storm sphere* XGE	*stone shape*	*wall of fire*	*ice storm*
9th	*control winds* XGE	*wall of stone*	*immolation* XGE	*cone of cold*

Totemic Destruction

2nd-level Elementalist Spirituality feature

The Elemental Spirit you are attuned to infuses your Totems with its destructive power. Your Totemic Assault gains all the benefits below associated with your current Elemental Spirit:

Air. Totemic Assault deals thunder damage, and on a failed save, the target is moved up to 15 feet in a straight line. This distance is reduced by 5 feet for each size it is over Medium.

Earth. Totemic Assault deals bludgeoning damage, and on a failed save, a Larger or smaller creature is knocked prone.

Fire. Totemic Assault deals fire damage, and the damage dice of Totemic Assault become d12s.

Water. Totemic Assault deals cold damage, and on a failed save, until the start of your next turn the creature cannot take reactions and its speed is reduced by 10 feet.

Elemental Wrath

6th-level Elementalist Spirituality feature

The power you draw from the Elemental Spirits has grown. You bind a *Spirit of Wrath*, but it does not count against your total number of Bound Spirits. You can also apply the *Spirit of Wrath* bonus damage to any Shaman spell or feature that deals the damage type of your Elemental Spirit.

If you already had a *Spirit of Wrath* as one of your Bound Totems, you can bind another Totem Spirit of your choice so long as you also meet the prerequisites for that Totem Spirit.

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Elemental Empowerment

6th-level Elementalist Spirituality feature

The Elemental Spirit you attune to infuses your physical body, granting you mystical benefits. You gain the benefits below that correspond to your current Elemental Spirit:

Air. You can take the Dash action as a bonus action. Whenever you take the Dash action, opportunity attacks are made with disadvantage against you.

Earth. Whenever you are forced to make a Strength ability check or saving throw, you gain a bonus to your roll equal to your Wisdom modifier (a minimum of +1).

Fire. When you are forced to make a saving throw to resist being Charmed or Frightened, you can add your Wisdom modifier (a minimum of +1) to your roll.

Water. You gain a swimming speed equal to your walking speed. You can also hold your breath underwater for up to 1 hour. If you already have a swimming speed, you can Dash as a bonus action while you are swimming.

Primordial Conduit

10th-level Elementalist feature

Your power rivals native Spirits of the four Elemental Planes. Once between each short or long rest, you can cast one Elementalist Spells at the level of your Conduit Magic spell slots, without expending a spell slot.

Also, whenever you deal the damage type of your Elemental Spirit, you gain temporary hit points equal to half the damage dealt to a single target.

Elder Elemental Spirits

14th-level Elementalist Spirituality feature

You wield the primordial elemental power of the most destructive aspects of nature. When attuned to your Elemental Spirit, you also gain the benefits from its corresponding Elder Spirit from the table below. All can be found at the end of this Compendium:

Air	Earth	Fire	Water
Storm	Fissure	Inferno	Sea

However, you can still only cast a single Elder Spirit spell of each level per long rest, choosing between the spells of each of your Elder Spirits.

Master of the Elements

14th-level Elementalist Spirituality feature

As a bonus action, you can draw Spirits of all four elements into yourself, gaining the following benefits for 1 minute:

- You gain a flying speed equal to your walking speed.
- You resist bludgeoning, cold, fire, and thunder damage.
- When a creature moves within 10 feet or hits you with an attack, you can use a reaction to force it to make Dexterity saving throw or suffer the effects of your Totemic Assault.
- When you use Totemic Assault, you can choose which of the four Elemental effects it imposes on a failed save.

This transformation ends early if you are incapacitated or use your bonus action to end it. You can use this feature once per long rest at no cost, after that you must spend a Conduit Magic spell slots to use this feature again.

Optional Rule: Elemental Focus

If you wish to play a Shaman who channels Spirits of a single Element only, use the following rules:

Elemental Sage. You can no longer perform the ritual to attune to another Elemental Spirit.

Elementalist Spells. Choose a second Spirituality Spell of each level from 1st through 5th. All spells should deal the damage type of your Element or be thematically appropriate as approved by your DM.

Bonus Cantrip. You learn a Cantrip corresponding to your Element, but it does not count against your total number Cantrips Known. Either *beckon air* [LL], *control flame* [LL], *mold earth* [LL], or *shape water* [LL].

Master of the Elements. In place of resistance to the listed damage types, you gain immunity to the damage type associated with your Element.

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Idolater

Since the dawn of time mortal Shamans have used the magic of idolatry to force powerful Spirits to carry out their bidding. Using ancient magic, they bind spiritual entities within Idols, and once bound, focus their spiritual power on friend and foe.

Idolater Spells

2nd-level Idolater Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*bless, fog cloud*
3rd	*healing spirit, spike growth*
5th	*beacon of hope, sleet storm*
7th	*aura of life,* *summon construct (stone)* TCE
9th	*antilife shell, control winds*

Totemic Idol

2nd-level Idolater Spirituality feature

You have learned to craft powerful Idols. You gain proficiency in mason's tools, and over the course of 1 hour, which can be during a short or long rest, you can craft an Idol. You can only have one Idol. Crafting another destroys all other Idols.

The Idol is a Small stone object with an Armor Class equal to your Shaman Spell save DC and hit points equal to 10 + your Shaman level. It is resistant to non-magical bludgeoning, piercing, and slashing damage.

As an action, you can plant this Idol on a flat, unoccupied surface and cast a Shaman spell with a casting time of one action or bonus action that requires concentration. The effect of the spell occurs as normal, but you do not need to concentrate on it.

If the spell has a target of self, the effect of the spell is centered on the Idol.

The spell is active until that Idol is destroyed, or you use your action to move it. If a target of the spell moves more than 60 feet away from the Idol, the effects of the spell end for it.

Spiritual Vortex

6th-level Idolater Spirituality feature

Your Totemic Idol magnifies your spiritual power. While your stone Idol is planted in the ground, you can target it with your Totemic Assault. In place of its normal effects, all creatures of your choice within 20 feet of the Idol must make a Charisma saving throw or suffer the effects of Totemic Assault.

In addition, while planted, your Totemic Idol is immune to all non-magical bludgeoning, piercing, and slashing damage.

Guardian Idol

10th-level Idolater Spirituality feature

In times of great need, the Spirits within your Totemic Idol will come to your aid. As an action, you can cast the *summon construct (stone)* spell on your Totemic Idol, bringing it to life. When you do so, the spell gains the following benefits:

- You do not expend a spell slot, but the spell is cast at the level of your Conduit Magic spell slots.
- The Idol replaces the spell's normal material component.
- The spell does not require your concentration.
- You can use Spiritual Vortex on the Guardian Idol.
- The Guardian Idol gains temporary hit points equal to the hit points your Totemic Idol had when you cast this spell.

When this spell ends or your Guardian Idol is destroyed, your Totemic Idol is destroyed along with it, and you can only have a single instance of *summon construct* active at a time.

High Idolater

14th-level Idolater Spirituality feature

You have mastered the ancient and powerful magic of Idols. You can have up to two Totemic Idols at once, though each Idol must be crafted individually. They can also both be active at one time, each concentrating on a single spell. You can only have one Guardian Idol.

Finally, when one of your Idols or a Guardian Idol is destroyed, creatures of your choice within 30 feet of it must succeed on a Dexterity saving throw against your Shaman Spell save DC or suffer the effects of Totemic Assault. On a success, they suffer half damage, but none of the additional effects.

Spirit Guide

While most Shamans bind many Spirits, Shamans known as Spirit Guides form a single bond with their Geist Spirit. Often the Spirits of departed Shamans, Geists increase in power alongside the Shaman they are bound to, and can even channel the power bound within Totems.

Totemic Bond

2nd-level Spirit Guide Spirituality feature

You forged a bond with unique Spirit known as a Geist. Your Geist is friendly to you and your allies, and it obeys your commands. It uses the Geist stat block, which uses your Shaman Spell save DC and your proficiency bonus (PB) in several places.

Conjuring the Geist. During a long rest, you can perform a 1-hour ritual to conjure your Geist Spirit, or restore your current Geist to its full hit points. If the Geist is reduced to 0 hit points it is banished to the Etheral Plane. As an action, you expend a Conduit magic spell slot to conjure your Geist, restoring it to its full hit points in an unoccupied space within 5 feet.

Combat. The Geist acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use your bonus action to command it to take one of the actions listed in its stat block, or another action.

Spirit Guide Spells

2nd-level Spirit Guide Spirituality feature

You always have certain spells prepared at Shaman levels in the table below. They count as Shaman spells for you, but do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*ghastly flight* [LL], *shield of faith*
3rd	*spiritual weapon, warding bond*
5th	*spectral passage* [LL], *spirit guardians*
7th	*death ward, guardian of faith*
9th	*arcane hand, wall of light* [XGE]

Spectral Empowerment

6th-level Spirit Guide Spirituality feature

As a bonus action, you can touch your Geist to merge with it and gain the benefits of the *spectral passage* spell. When the spell ends, you and your Geist instantly separate.

Soul Bound

10th-level Spirit Guide Spirituality feature

The bond you share with your Geist allows you to seamlessly change places. As a bonus action, you can switch places with your Geist so long as it is within 120 feet and you can see it.

You can use this feature as a reaction if you or your Geist takes damage. You switch, and the other takes the damage.

Ethereal Mastery

14th-level Spirit Guide Spirituality feature

You unleash the full power of your Geist. It can fly as normal, and it is always under the effect of the *spectral passage* spell.

Lastly, when you use Spectral Empowerment, the effect does not require concentration, and you gain resistance to all damage except for force, psychic, radiant, and thunder.

Geist Spirit

Medium Undead

Armor Class 13 + PB (Natural Armor)
Hit Points 5 + five times your Shaman level
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	11 (+0)	8 (-1)	16 (+3)	13 (+1)

Languages understands any languages its Spirit Guide speaks, but the Geist cannot speak itself.

Conduit. Whenever you cast a Shaman spell, you can choose for the spell to originate from the Geist.

Ethereal Bond. You add your PB to any ability check or saving throw that the Geist is forced to make.

Ghastly Glide. Even though the Geist has a fly speed, it can only fly a maximum of 10 feet above a surface.

Totem Bearer. When you conjure your Geist, you can transfer any number of your Bound Totems to it. The Geist gains the benefits of the Totems, and you lose their benefits until the end of your next long rest.

Actions

Spectral Grasp. *Melee Spell Attack:* your Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* The target suffers the effects of your Totemic Assault.

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Wyrmbound

Unknown to most, many of the most potent Spirits are those of long-dead dragons. In their undying desire to influence the material plane, for good or ill, these Draconic Spirits attach to worthy Shamans, transforming them into the Wyrmbound.

Draconic Conduit

2nd-level Wyrmbound Spirituality feature

The Draconic Spirit bound to your soul grants you mystical power. You can speak, read, and write Draconic. Whenever you make a Charisma check to interact with a Dragon, you add your Wisdom modifier (minimum of +1) to your roll.

Totemic Wyrmshape

2nd-level Wyrmbound Spirituality feature

As a bonus action, you can fuse with your Draconic Spirit to transform into a Spirit Dragon, using the rules below:

Stat Block. Your game statistics are replaced by those in the Spirit Dragon stat block. It uses your Spell save DC and proficiency bonus (PB). While transformed you retain your alignment, personality, hit points, all skill and saving throw proficiencies, and your Intelligence, Wisdom, and Charisma scores. You also determine its appearance.

Temporary Hit Points. When you transform, you gain temporary hit points equal to your Shaman level, and they last for the duration of your current transformation.

Equipment. Any natural or unrefined equipment you are wearing or carrying, such as objects made of wood, animal parts, or other natural materials, can merge with your Spirit Dragon form. Metal or other highly processed equipment, such as metal weapons or armor, fall to the ground.

Features. You retain the benefits of all features from your class, player race, and other sources, and can still use them if the Spirit Dragon is physically capable of doing so. However, you lose any special senses, unless it also has that sense.

You can still use Totemic Assault and any abilities you gain from your Bound Totems while in your Spirit Dragon form.

Casting Spells. You can't cast spells in your Spirit Dragon form. However, you can maintain concentration on spells or other abilities used before you transformed.

Duration & Uses. You can remain in Spirit Dragon form for 1 minute. Your transformation ends early if you end it as a bonus action or if you are reduced to 0 hit points.

You can transform into a Spirit Dragon once between each short or long rest. If you have no uses left, you can expend a Conduit Magic spell slot to transform again.

Wyrmbound Spells

2nd-level Wyrmbound Spirituality feature

You always have certain spells prepared at the Shaman levels in the table below. The spells count as Shaman spells for you, but they do not count against the spells you prepare each day:

Shaman Level	Spells
2nd	*chromatic orb* [XGE], *command*
3rd	*dragon's breath* [XGE], *suggestion*
5th	*fear, spectral passage* [LL]
7th	*dominate beast, polymorph* [LL]
9th	*geas, summon draconic spirit* [FTD]

Spirit Dragon

Large Dragon

Armor Class 14 + PB (Natural Armor)
Speed 10 ft., fly 30 ft.

STR	DEX	CON
8 (-1)	18 (+4)	12 (+1)

Damage Resistances necrotic, poison
Senses blindsight 10 ft., darkvision 60 ft.
Languages Draconic

Ethereal Agility. Whenever the Spirit Dragon makes an ability check or saving throw that uses Dexterity, it can add your Wisdom modifier to the result.

Serpentine. The thin, serpentine body of the Spirit Dragon counts as Medium for the purposes of its carrying capacity, the spaces it can move through, and all features except for the space it occupies.

Actions

Spectral Slash. *Melee Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 2d4 + WIS necrotic.

Spirit Breath. The Spirit Dragon forces creatures in a 30-foot line to make a Dexterity saving throw. They suffer the effects of Totemic Assault on a failure, and take half damage from Totemic Assault on a success but suffer no additional Totemic Assault effects.

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Ancient Fury

6th-level Wyrmbound Spirituality feature

The ferocity of your Draconic Spirit has grown. Whenever you take the Attack action as a Spirit Dragon, you can make two Spectral Slash attacks instead of one. You can replace one of these attacks with your Spirit Breath.

Moreover, when you use your action in Spirit Dragon form to use Totemic Assault, you can make a single Spectral Slash attack as a bonus action on that turn.

Serpentine Speed

10th-level Wyrmbound Spirituality feature

Your movements are enhanced by the power of your Draconic Spirit. You can take the Dash action as a bonus action. When you do so, opportunity attacks against you have disadvantage.

Flawless Conduit

14th-level Wyrmbound Spirituality feature

Your physical form can handle the full might of the Draconic Spirit you commune with. You can transform into your Spirit Dragon form at will. Though, you only gain the temporary hit points once per short or long rest, or if you expend a Conduit Magic spell slot to transform again.

Exalted Spirit Dragon

14th-level Wyrmbound Spirituality feature

You can draw on the full power of your Spirit Dragon, if only briefly. Once per long rest, you can transform into an Exalted Spirit Dragon for 1 minute, using the Exalted Spirit Dragon stat block on this page. Each time you transform, you choose if you become Large or Huge.

Finally, while you are in your Exalted Spirit Dragon form, you can cast Shaman spells as normal.

Exalted Spirit Dragon

Large or Huge Dragon

Armor Class 15 + PB (Natural Armor)
Speed 30 ft., fly 60 ft.

STR	DEX	CON
12 (+1)	20 (+5)	16 (+3)

Damage Resistances necrotic, poison; bludgeoning, piercing, and slashing from non-magical attacks
Senses blindsight 20 ft., darkvision 120 ft.
Languages Draconic

Ethereal Agility. Whenever the Spirit Dragon makes an ability check or saving throw that uses Dexterity, it can add your Wisdom modifier to the result.

Serpentine. The thin, serpentine body of the Spirit Dragon counts as one size smaller for the purposes of carrying capacity, the spaces it can move through, and all features except for the space it occupies.

Actions

Spectral Slash. *Melee Attack:* Spell Attack Modifier to hit, reach 5 ft., one target. *Hit:* 2d6 + WIS necrotic.

Spirit Breath. The Spirit Dragon forces all creatures in a 60-foot line or a 30-foot cone to make a Dexterity saving throw. On a failed save, they suffer the effects of your Totemic Assault. On a success, targets suffer half the damage of Totemic Assault, but not effects.

Totem Spirits

Below are additional Totem Spirits that a Shaman can learn to bind to their will. If a Totem Spirit has a prerequisite, like a Shaman level or Sacred Focus, you can learn that Totem at the same time that you meet any prerequisites it may have.

Totems use your Shaman Spell save DC for saving throws, and your Shaman level for any references to level.

Spirit of Blight

Prerequisite: 7th-level Shaman

You bind a minor Spirit of Disease to infect foes. When you cast a Shaman spell or use Totemic Assault, you can choose for it to deal poison damage in place of its normal damage.

If you deal poison damage with Totemic Assault, you can reduce its damage by 1d8 and force the creature to make a Constitution saving throw instead of Charisma. On a failed save, it is blinded until the beginning of your next turn.

Spirit of Corrosion

Prerequisite: 7th-level Shaman

You bind a minor Spirit of Entropy to dissolve foes. When you cast a Shaman spell or use Totemic Assault, you can cause it to deal acid damage in place of its normal damage.

When you deal acid damage with Totemic Assault, you can reduce the damage by 1d8 to reduce the target's Armor Class is by 2 (to a minimum of 10) until the start of your next turn.

Spirit of Drought

Prerequisite: 7th-level Shaman

You bind a minor Spirit of Fire to burn your foes. When you cast a Shaman spell or use Totemic Assault, you can choose for it to deal fire damage in place of its normal damage.

When you deal fire damage with Totemic Assault, you can reduce the damage by 1d8 to cause all targets within 5 feet of the target to take fire damage equal to your Wisdom modifier.

Spirit of Frost

Prerequisite: 7th-level Shaman

You bind a minor Spirit of Ice to freeze your foes. When you cast a Shaman spell or use Totemic Assault, you can choose for it to deal cold damage in place of its normal damage.

If you deal cold damage with Totemic Assault, you can reduce its damage by 1d8 and force the creature to make a Strength saving throw instead of Charisma. On a failure, its speed is reduced to 0 until the start of your next turn.

Spirit of Lightning

Prerequisite: 7th-level Shaman

You bind a minor Spirit of Storms to assault foes. When you cast a Shaman spell or use Totemic Assault, you can cause it to deal lightning damage in place of its normal damage.

When you deal lighting damage with Totemic Assault, the creature can't take reactions until the start of your next turn.

Spirit of Servitude

Prerequisite: 7th-level Shaman

You bind a minor Spirit of Loyalty to serve you in all things. The Totem you bind this Spirit to is always under the effects of the *tiny servant* [XGE] spell. Should the Totem be reduced to zero hit points, it regenerates at the end of your next rest.

Spirit of Midnight

Prerequisite: 9th-level Shaman

You bind a sinister spirit which you can call to you. Once per long rest, you can expend a Conduit Magic spell slot to cast the *summon shadowspawn* [TCE] spell. Its Totem replaces the normal material components of this spell.

At 15th level, you use this between each short or long rest.

Spirit of the Guardian

Prerequisite: 15th-level Shaman

You bind a powerful Guardian Spirit to come to your defense. Once per short or long rest, you can expend a Conduit Magic spell slot to cast the *summon construct* [TCE] spell. This Totem replaces the normal material components of this spell.

When you cast *summon construct* [TCE] in this way, you can only summon the Clay or Stone Construct Spirit.

Spirit of Judgment

Prerequisite: 15th-level Shaman

You bind a heavenly spirit which comes to your aid. Once per short or long rest, you can expend a Conduit Magic spell slot to cast the *summon celstial* [XGE] spell. Its Totem replaces the normal material components of this spell.

Spirit of Purgation

Prerequisite: 15th-level Shaman

You bind an infernal spirit to unleash on your foes. Once per short or long rest, you can expend a Conduit Magic spell slot to cast the *summon greater demon* [XGE] spell, using its Totem in place of the spell's normal material components.

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Elder Spirits

Below are additional Elder Spirits available for Shamans to choose from. Shamans can cast each of the spells associated with their Elder Spirit once per long rest, at its lowest level, without expending a spell slot.

You can use your Totemic Versatility feature to replace your Elder Spirit with another Elder Spirit of your choice. Though, if you replace your Elder Spirit with another Spirit, you only know the spells associated with your current Elder Spirit.

Elder Spirit of the Fissure

Spirits of Fissure are conjured from the realms on the Plane of Earth. They lend Shamans the unyielding power of stone.

Shaman Level	Spell
11th	*bones of the earth* XGE
13th	*symbol*
15th	*earthquake*
17th	*invulnerability* XGE

Elder Spirit of the Inferno

Spirits of the Inferno are summoned from the great Plane of Fire. They grant Shamans overwhelming destructive power.

Shaman Level	Spell
11th	*investiture of flame* XGE
13th	*fire storm*
15th	*incendiary cloud*
17th	*meteor swarm*

Elder Spirit of the Mystic

Spirits of Mystics are souls of powerful Shamans that come to offer aid. They awaken a Shaman's true spiritual potential.

Shaman Level	Spell
11th	*true seeing*
13th	*divine word*
15th	*holy aura*
17th	*foresight*

Elder Spirit of the Sea

Spirits of the Sea are called up from the depths of the Plane of Water. They bestow Shamans with frigid ethereal magics.

Shaman Level	Spell
11th	*freezing sphere*
13th	*etherealness*
15th	*tsunami*
17th	*invulnerability* XGE

Elder Spirit of the Storm

Spirits of the Storm are drawn from the great tempests of the Plane of Air. They lend Shamans the chaotic magic of storms.

Shaman Level	Spell
11th	*chain lightning*
13th	*whirlwind*
15th	*control weather*
17th	*storm of vengeance*

The Shaman Expanded

A multitude of additional options for the Shaman Class for 5e! Channel the mystical power of Spirits with three new Feats, ten Totem Spirits, five Elder Spirits, and six Spiritualities!

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The Shaman Class can be found Here.

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